

Game	Game of Threats
Game Type	Multiplatform - (Mobile, Tablet, PC), Multiplayer
Target Audience	Businesses - Employees
Description	Employees are split into teams of attackers and defenders who work together to simulate scenarios of cyber attacks and appropriate responses
Key Teachings / Findings	<ul style="list-style-type: none"> - Teaches people about cyber security trends and to understand the consequences of cyber attacks and what you can do to mitigate the impacts - Helps people understand the mindset of both attackers and defenders- - Prompts discussion with colleagues in teams to popularise cyber security readiness
Mechanics Identified	<ul style="list-style-type: none"> ● Feedback / Guidance ● Incentives / Rewards ● Competition

Game	Webonauts Internet Academy
Game Type	Web Application Point and Click Side Scroller
Target Audience	Children (aged 7-12)
Description	Puts the player as an astronaut in which they can rank up their status by demonstrating smart and good behaviour
Key Teachings / Findings	Teaches children: <ul style="list-style-type: none"> - How to be respectful online - How to protect themselves online - Looking for trustful website certificates - Establishing privacy settings on profile - Not giving out and using weak passwords
Mechanics Identified	<ul style="list-style-type: none"> ● Avatar ● Feedback / Guidance ● Tips / Hints ● Badges / Privileges

Game	Targeted Attack
Game Type	Web Application Point and Click
Target Audience	Businesses - Employees
Description	Targeted Attack places you as a CEO in a simulation of business growth and defence from cyber attacks
Key Teachings / Findings	Teaches employees: <ul style="list-style-type: none"> - Smart and safe decision making - Threat level of different types of cyber attacks and how to mitigate them
Mechanics Identified	<ul style="list-style-type: none"> ● Feedback / Guidance ● Story ● Challenge

Game	Cyber- security Lab
Game Type	Web Application Point and Click
Target Audience	Businesses - Employees
Description	Allows the player to choose a business they'd like to start and require them to spend defence points in different areas of cyber defence
Key Teachings / Findings	Teaches children via minigames: <ul style="list-style-type: none"> - how to spot phishing emails - how to construct strong passwords - Simple programming principles
Mechanics Identified	<ul style="list-style-type: none"> ● Avatar ● Achievements ● Progress / Levels ● Point System ● Tips / Hints ● Feedback / Guidance

Game	Keep Tradition Secure
Game Type	Web Application Point and Click
Target Audience	University Students
Description	You are a campus student trying to take down a fictional cyber criminal by making smart cyber security decisions
Key Teachings / Findings	Teaches students: <ul style="list-style-type: none"> - Smart decision making on campus (using public networks vs campus VPN) - Quiz based - Gives out prizes for student participants
Mechanics Identified	<ul style="list-style-type: none"> ● Tips / Hints ● Feedback / Guidance ● Rewards / Incentives

Game	Hacknet
Game Type	Downloadable, Single Player, Point and Click
Target Audience	Gamers
Description	Hacknet is a paid game (on Steam) which is a terminal-based hacking simulator
Key Teachings / Findings	Teaches player: <ul style="list-style-type: none"> - How to navigate networks - Search for hidden files/folders - Authorisation bypass - Heavy use of terminal/linux commands in a tutorial environment
Mechanics Identified	<ul style="list-style-type: none"> ● Story ● Progress / Levels ● Feedback / Guidance ● Steam Achievements

Game	Classcraft
Game Type	Web Application, Point and Click, Multiplayer, Productivity - Management
Target Audience	School Students
Description	Classcraft incorporates gamification principles through the use of management software to set goals and challenges within a classroom and encourages teamwork between students
Key Teachings / Findings	Teaches employees: <ul style="list-style-type: none"> - Smart and safe decision making - Threat level of different types of cyber attacks and how to mitigate them
Mechanics Identified	<ul style="list-style-type: none"> ● Avatar ● Leaderboard ● Competition ● Badges / Privileges, ● Feedback / Guidance ● Goals / Objectives ● Incentive / Rewards ● Point Systems

Game	Cyberland - Cyber Security Challenge
Game Type	Web Application Point and Click
Target Audience	Children, Teenagers, Students (High school - University level)
Description	Cyber Security Challenge UK is an organisation which hosts a variety of mini games (Cyberland), competitions and networking between schools, universities, businesses and government institutes
Key Teachings / Findings	Examples of minigames which teach: <ul style="list-style-type: none"> - Identifying phishing emails - Command line simulator - Firewall simulator (analyse incoming network activity and grant/deny requests - Database simulator -(remove old accounts, sanitise personal information, check admin clearance) - Coffee shop network simulator (using unprotected networks vs VPN and shoulder surfing) - IoT home simulator - making sure all IoT devices have latest software update - Courthouse simulator - demonstrating cyber security laws and ethics - Cipher cracking simulator - Password strength making game - Data leak mystery solver - Malware simulator (demonstrates different types of malware/ransomware and they work)
Mechanics Identified	<ul style="list-style-type: none"> ● Competition ● Feedback / Guidance ● Tips / Hints ● Story ● Goals / Objectives

Game	Cyber Awareness Challenge
Game Type	Downloadable Training Simulator
Target Audience	Businesses Employees
Description	Single Player simulation of everyday life within the workplace and how to behave safely and responsibly
Key Teachings / Findings	<ul style="list-style-type: none"> - Teaches employees how to be safe in the workplace - Gives points for correct answers and guidance for both right and wrong answers
Mechanics Identified	<ul style="list-style-type: none"> • Tips / Hints • Feedback / Guidance • Story • Points System